

THE SERPENT

[4]

The pure flame of ambition and drive. The root of the heroic instinct. The fire that burns within the heart of every legend.

HERO

THE WEAVER

[4]

The spirit of the story. The teller of tales, keeper of the narrative, the great weaver. Ally to the story, but servant to nobody.

SCOUNDREL

THE GREY

[4]

Fear is inescapable. Fear is inevitable. Hoping total control will conquer fear. The Grey inspires the Locust King to cage and devour the world.

VILLAIN

THE FIREBIRD

[4]

The MYSTERY that inspires the story. Born with each "once upon a time", dying at "The End". Pushing back the MYSTERY simply deepens it.

MIND

THE VOID AND FIRE

[4]

Our loving parents and grateful children. They walk the circle of time and vastness of space. The Man of Void and the Lady of Fire

HANDS

MOTHER OF DISCORD

[4]

Life is the waste produced as entropy creeps across the observable universe. Mother of Discord is source of all life and cause of the creeping Heat Death that slowly approaches.

BODY

THE LITTLE GREEN MAN

[3]

The great instructor and the regenerator. Death is the source of all life in Arcadia.
Don't fear the reaper.

HERO

THAT WHICH SURVIVES

[3]

As old as life itself. That Which Survives is the essence of perseverance. It taught the first tribe the art of survival.

SCOUNDREL

THE GREY LOCUST

[3]

The Locust Spirit is not villainous alone. Twisted by addiction and fear. A plague of hunger and paranoia devours those it does not convert.

VILLAIN

THE SLEEPING BEAST

[3]

Secrets sleep in the deep. Knowledge tortures the mind driving us past our safe illusions. The Sleeping Beast opens the eye to the Bonelands.

MIND

THE PALE SHEPHERD

[3]

Progress is an illusion. Progress is a story we tell ourselves to stay sane. The Pale Shepherd teaches only change.

HANDS

THE PRIMAL ONE

[3]

Life is an aberration. In a vast cold expanding universe, life is a tiny flickering light. The Primal One feeds that hollow light.

BODY

THE QUIET ONES

[3]

Lurking in shadows and hollows of Arcadia.
Birthed from work needed to build the tribe.
Birthed from ideas, and dedicated to them

HERO

THE DEAD GODS

[3]

Gods live and die with the telling. If the telling
stops, so dies the God. But Dead Gods still offer
miracles, still demand worship.

SCOUNDREL

FALSENIGHT

[3]

An oily smoky skeletal fossil powering dark
ambition with stolen fuel. Corrupted flesh stolen
from the Serpent. The tribute must be paid.

VILLAIN

THE HOUND

[3]

Fear from which springs panic. Inescapable, an
event horizon, an implacable hunter.
Face your fear or be devoured.

MIND

THE SICKLY ONES

[3]

The pestilent counterpart to the Quiet Ones. The
blight of hubris. Of building cities instead of tribes.

HANDS

THE WHISPERER

[3]

To be indigenous is to belong to a place. The
Locust feels a place belongs to you. The spirit of
place says the opposite.

BODY

FIRST HERO**[2]**

Avatar of the Great Serpent. Anyone can take up the role of First Mother's partner. And you probably will.

HERO**FIRST MOTHER****[2]**

The Founder, the root of every Tribe. The teacher of the Song of Seven. She brings the Tenfold path out of the Glass City.

SCOUNDREL**THE LOCUST KING****[2]**

The False King offers a choice:
"Feast with me and starve tomorrow, or fight against me and die today.

VILLAIN**THE MIDNIGHT COURT****[2]**

They guard the night during its weakest point. The Solar Solstice is their great siege. They preserve the cycle for another year.

MIND**THE DARKENED COURT****[2]**

Tales of the Magus of Dark Solstice are many. Tales of his Court are told in whisperers. There is more to this solstice than stockings and gifts.

HANDS**THE SEVEN SHADOWS****[2]**

Those who stand in the light cast shadows. A virtue in excess is poison.
Every Hero may one day turn.

BODY

THE DREAMWALKER

[2]

Appearing in many forms in the Shadowlands. The Dreamwalker is the Storyteller who is two in one. The Guide in the flight to Freedom.

HERO

THE KUDAVBIN KING

[2]

A lineage of addiction from First King to Last King. The Heir who denies his lineage. Without him the Darkness does not end.

SCOUNDREL

THE TRUTHSPEAKER

[2]

The Voice in the Box. The Word on the Wall. The Sermon from the Pulpit. In the Shadowlands there is truth in the lies we tell.

VILLAIN

THE BONE SHRINE COURT

[2]

The Bone Shrine Court teaches insights from the Bonelands. Remember how large is the universe. Remember how small is the human skull.

MIND

THE NOONDAY COURT

[2]

Bright, shining and glorious. One would never guess the nature of these splendid arch devils. Who knows what emerges from the cocoon?

HANDS

THE ETERNAL COURT

[2]

The Conquered Court. The Daemon Servants to the Locust. Magick caged like a songbird.

BODY

THE SEVEN SIBLINGS

[2]

The Children of First Mother. Prior to death of Maize. Prior to exile of Lion and the Rise of the Locust King

HERO

THE WITCHDOCTOR

[2]

Appearing in many forms in the Shadowlands. The most mysterious storyteller is the Witchdoctor. This wanderer heralds a coming storm.

SCOUNDREL

THE NOBLES

[2]

The Locust King offers his choice. Some seize and feast with abandon. They grow fat on flesh of those who fought back. Eat hearty.

VILLAIN

THE BONEWOOD COURT

[2]

Hidden in the Bone Forest. The court whose magick peers into the Bonelands. Magick ends and Science begins when we seek to prove ourselves wrong.

MIND

THE TWILIGHT REBELS

[2]

The Court that is not. Day and night imagine themselves as a dichotomy. The changing of light rebels against such clean labels.

HANDS

THE TENEBRATI

[2]

In this cooling stretching universe. The Darkened Ones work to control the madness of Mother of Discord. To slow her inevitable triumph.

BODY

THE LAST TRIBES

[1]

The Hungry Empire erected the City of Glass. But people refused to fall in line. Some tribes survived in the shadowy margins. These heroes of endurance are the Last Tribes.

HERO

THE WITCHES

[1]

They Resist the Hungry Empire, margin walkers of Arcadia. Outsiders and untrustworthy in the extreme. Not allies. Not servants. They play the game, and have their own agenda.

SCOUNDREL

THE DRAGON LORD

[1]

Violence is the Language of the Locust. The Locust always needs a butcher. The Dragon Lord leads the Armies to their bloody work.

VILLAIN

THE SAIGN

[1]

The Gnomon of Education. Closely aligned with the modern mind. They help, but they help everyone, tribe and city alike.

MIND

THE TOOLMAKER

[1]

Who forged Excalibur? Who raised Stonehenge? When hero or villain needs a tool, to whom do they turn?

HANDS

THE STILLBORN ARMY

[1]

When the Hungry Empire Falls, on what will the survivors feed? Ask the hordes of the Hungry Ghost. Ask the Stillborn Army.

BODY

THE ANCIENT TRIBES

[1]

For 666 generations the tribes lived by the Song. Before the rise of the Hungry Empire. Now they call the stories of Arcadia home.

HERO

THE WIZARDS

[1]

Dark moonlight counterpart to the Witches. A resistance cell against the Locust King. A crack in the City of Glass.

SCOUNDREL

THE CINNABAR LADY

[1]

The Hungry Empire runs on wealth. Abstractions hide the blight of the Empire. And a poisonous thing chases eternal youth.

VILLAIN

THE GOBN

[1]

The fair folk of summer: They defend the present, sending aid from the past. It is said they can undo past mistakes.

MIND

THE SHEEDR

[1]

The pestilent counterpart to the Quiet Ones. The blight of hubris. Of building cities instead of tribes.

HANDS

THE NAMELESS HUNTER

[1]

The persistent detective, the bounty hunter who won't quit, the ranger and the tracker. Pray the hunter chooses other prey.

BODY

THE PEOPLE

[1]

Humble Allies in Arcadia and the City of Glass.
Vine and Bulb. Leaf and Flower. Concrete cracks
as life breaks through.

HERO

THE PAINTBRUSH BAND

[1]

Other warriors wander the land. There are rivals.
There are the legends. They may be heroes of
another story.

SCOUNDREL

THE BONE MAN

[1]

The Locust does not reward loyalty, But it does
demand it. The Bone Man enforces loyalty through
the Men of Black and White.

VILLAIN

THE XAOKN

[1]

Gnomon of science. The Xoakn are dedicated to
research, But they provide their research to the
Locust just as readily as to you.

MIND

THE FAIDR

[1]

The fair folk of the Waning, said to be of the
future. They whisper that harvesting the present is
necessary to keep wheel of time whole.

HANDS

THE VICIOUS DOG GANG

[1]

Bearing cursed names they hide from family gods.
They are outcasts from the city. These dogs are
lean and very very hungry.

BODY

THE PALE TWINS

[1]

The heroes of reconciliation. They taught the Tribes how to heal. They are both heroes.
There is no Villain here.

HERO

THE FORTUNETELLER

[1]

There is always a Fortuneteller. Drawing the heroes and scoundrels into the Weaver's Web.
The Fortuneteller is always there.

SCOUNDREL

THE BLACK AND WHITE

[1]

From Crusader Knights to Men in Suits. They see a world of black and White. The faceless soldiers of the Hungry Empire.

VILLAIN

THE ABOMINATIONS

[1]

Stories have monsters. Monsters are there for a reason. Sewn from lessons and meanings and morals, stitched together by symbol and myth.

MIND

THE BOGN

[1]

The fair folk of the Waning. Shriveled, squat, ugly, joyous and friendly. Hailing from the past, feeding past to present to bring the harvest.

HANDS

THE FOLK

[1]

The other Tribes of Arcadia. Wearing fur and scale and Feather. The Folk know the Locust by his scorn.

BODY

THE BONELANDS

[O]

The human skull runs over trying to understand scope of the universe. The world of flesh and bone, fact and science. An alien world beyond the human mind

REALM

THE RING

[O]

The chamber at the end of the universe. But is it this universe or the last one? The permeable shell of the Dreaming Shadowlands.

REALM

THE FOGLANDS

[O]

The land of ignorance and obscurity. The Foglands are the unformed land of the unconscious. The Foglands will initiate or devour the Unwary.

REALM

THE CITY OF GLASS

[O]

The land of the Locust King, the Hungry Empire. A false utopia that hovers above Arcadia. A Mirrored City in the sky

REALM

ARCADIA

[O]

No utopia or idyllic land of fairy tales. Mistake it as such to your pain and surprise. The land of the Free Peoples, be wary and be strong.

REALM

THE PAINTED LABYRINTH

[O]

The cave of Trials. The deepest part of the Shadowlands. The Labyrinth devours the unwary.

REALM

WINTER

[O]

The Season of Raven
The Trickster
Time to reveal what is hidden from view.
The favored time of the New Moon.

SEASON

RAIN

[O]

The Season of Viper
The Teacher
Time to learn what has been long forgotten.
The favored time of the Crescent Moon.

SEASON

SPRING

[O]

The Season of Owl
The Mediator
Time to repair what has been broken.
The favored time of the half Moon.

SEASON

SUMMER

[O]

The Season of Rabbit
The Historian
Time to remember what makes people a tribe.
The favored time of the Gibbous Moon.

SEASON

AUTUMN

[O]

The Season of Wolf
The Guardian
Time to defend the harvest.
The favored time of the Full Moon.

SEASON

DARK TIMES

[O]

The Season of Waiting
The Stoic
Time to reflect on the year and the tribe.
The wait until the rebirth of the Solar Year.

SEASON

THE DECK OF VOID